

## **AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions, and listing of claims in the application:

### **Listing of Claims:**

Claim 1 (currently amended): A method of operating a gaming device, said method comprising:

(a) randomly generating a designated target number of player chips, wherein the designated target number of player chips is greater than zero;

(b) causing at least one display device to display a playing board having a plurality of positions;

(c) enabling a player to individually place one of a plurality of player chips at one of the positions, wherein placement of said player chip that causes at least one of a plurality of game chips to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip;

(d) using a table in memory that is weighted according to said designated target number of player chips remaining to individually place one of the plurality of game chips at one of the positions, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player chip to a game chip;

(e) repeating steps (c) and (d) until the player has placed a provided amount of player chips onto the positions of the playing board; and

displaying a playing board having a plurality of positions;

~~enabling each of a plurality of chips to be placed individually at one of the positions, the chips being either game chips or player chips, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player chip to a game chip, and wherein placement of one of the player chips that causes at least one game chip to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip;~~

~~using a table in memory to place at least one game chip at one of the positions, wherein the table is weighted according to a designated target number of player chips remaining after a player places each of a provided amount of player chips onto the positions, wherein the designated target number of player chips is randomly determined and greater than zero; and~~

(f) thereafter providing an awarding to the player based on the remaining number of player chips after the player placed the provided amount of player chips onto the positions.

Claim 2 (original): The method of Claim 1, which includes placing an initial configuration of game and player chips on the board, leaving a plurality of possible positions to place additional chips to thereby convert one of the initially placed chips.

Claim 3 (original): The method of Claim 2, which includes generating one of the possible positions to be filled by one of the game chips to thereby convert one of the player chips to a game chip.

Claim 4 (original): The method of Claim 2, which includes enabling the player to select one of the possible positions to be filled by one of the player chips to thereby convert one of the game chips to a player chip.

Claim 5 (currently amended): The method of Claim 1, which includes providing an awarding to the player based on a combination of values associated with positions having the remaining player chips.

Claim 6 (original): The method of Claim 5, which includes associating the values randomly with the positions.

Claim 7 (original): The method of Claim 5, which includes associating the values individually with each of the positions prior to game play.

Claim 8 (currently amended): The method of Claim 5, which includes associating the values with each of the positions and causing the at least one display device to displaying the values to the player during game play.

Claim 9 (currently amended): The method of Claim 5, which includes causing the at least one display device to displaying the values of the positions having the remaining chips when the player chips are first displayed in the positions.

Claim 10 (original): The method of Claim 5, which includes selecting the values from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, a non-monetary award and any combination thereof.

Claim 11 (currently amended): The method of Claim 1, which includes causing the at least one display device to displaying values associated initially with positions having the player chips even after the associated player chips are converted to game chips.

Claim 12 (original): The method of Claim 1, which includes structuring the table to be particular to a previous placement of one of the player chips.

Claim 13 (original): The method of Claim 1, which includes structuring the provided amount of player chips to be less than half of a total number of positions on the board.

Claim 14 (original): The method of Claim 1, wherein flanking the player chips on opposite sides includes flanking the player chips in a diagonal, horizontal or vertical line with game chips.

Claim 15 (original): The method of Claim 1, which includes structuring the award to include a combination of values associated with the remaining player chips.

Claim 16 (currently amended): The method of Claim 15, which includes causing the at least one display device to displaying the values of the remaining player chips when the player chips are first displayed.

Claim 17 (original): The method of Claim 15, which includes providing player chips having displayed values to the player and enabling the player to selectively place the chips on the positions of the board.

Claim 18 (currently amended): The method of Claim 1, which includes causing the at least one display device to displaying values associated with the player chips even after the associated player chips are converted to game chips.

Claim 19 (original) The method of Claim 1, which is played via a data network or a computer storage device.

Claim 20 (original): The method of Claim 20, wherein the data network includes an internet.

Claims 21 (withdrawn): A method of operating a gaming device comprising:  
displaying a playing board having a plurality of positions;

enabling each of a plurality of chips to be placed individually at one of the positions, the chips being either game chips or player chips, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player chip to a game chip, and wherein placement of one of the player chips that causes at least one game chip to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip;

using a table in memory to place one of the game chips onto one of the positions wherein the table is structured to be particular to a previous placement of one of the player chips onto one of the positions;

using other tables particular to other positions that were available to the player for the previous placement; and

awarding a player based on a number of player chips remaining after the player places each of a provided amount of player chips onto the board.

Claim 22 (withdrawn): The method of Claim 21, which includes placing an initial configuration of game and player chips on the board, leaving a plurality of possible positions to place additional chips to thereby convert one of the initially placed chips.

Claim 23 (withdrawn): The method of Claim 22, which includes generating one of the possible positions to be filled by one of the game chips to thereby convert one of the player chips to a game chip.

Claim 24 (withdrawn): The method of Claim 22, which includes enabling the player to select one of the possible positions to be filled by one of the player chips to thereby convert one of the game chips to a player chip.

Claim 25 (withdrawn): The method of Claim 21, which includes awarding the player based on a combination of values associated with positions having the remaining player chips.

Claim 26 (withdrawn): The method of Claim 25, which includes associating the values randomly with the positions.

Claim 27 (withdrawn): The method of Claim 25, which includes associating the values individually with each of the positions prior to game play.

Claim 28 (withdrawn): The method of Claim 25, which includes associating the values with each of the positions and displaying the values to the player during game play.

Claim 29 (withdrawn): The method of Claim 25, which includes displaying the values of the positions having the remaining chips when the player chips are first displayed in the positions.

Claim 30 (withdrawn): The method of Claim 25, which includes selecting the values from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, a non-monetary award and any combination thereof.

Claim 31 (withdrawn): The method of Claim 21, which includes displaying values associated initially with positions having the player chips even after the associated player chips are converted to game chips.

Claim 32 (withdrawn): The method of Claim 25, which includes displaying the values of the positions having the remaining chips when the player chips are first displayed in the positions.

Claim 33 (withdrawn): The method of Claim 25, which includes selecting the values from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, a non-monetary award and any combination thereof.

Claim 34 (withdrawn): The method of Claim 21, which includes displaying values associated initially with positions having the player chips even after the associated player chips are converted to game chips.

Claim 35 (withdrawn): The method of Claim 21, which includes structuring the award to include a combination of values associated with the remaining player chips.

Claim 36 (withdrawn): The method of Claim 35, which includes displaying the values of the remaining player chips when the player chips are first displayed.

Claim 37 (withdrawn): The method of Claim 35, which includes providing player chips having displayed values to the player and enabling the player to selectively place the chips on the positions of the board.

Claim 38 (withdrawn): The method of Claim 21, which includes displaying values associated initially with the player chips even after the associated player chips are converted to game chips.

Claim 39 (withdrawn): The method of Claim 21, which is played via a data network or a computer storage device.

Claim 40 (withdrawn): The method of Claim 39, wherein the data network includes an internet.

Claim 41 (withdrawn): A method of operating a gaming device comprising:  
displaying a playing board having a plurality of positions;  
enabling each of a plurality of chips to be placed individually in one of the positions, the chips being either game chips or player chips, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player chip to a game chip, and wherein placement of one of the player chips that causes at least one game chip to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip; and  
awarding a player based on a combination of values associated with positions having player chips remaining after the player places each of a provided amount of player chips onto the board.

Claim 42 (withdrawn): The method of Claim 41, which includes associating the values randomly with the positions.

Claim 43 (withdrawn): The method of Claim 41, which includes associating the values individually with each of the positions prior to game play.

Claim 44 (withdrawn): The method of Claim 41, which includes associating the values with each of the positions and displaying the values to the player during game play.

Claim 45 (withdrawn): The method of Claim 41, which includes displaying the values of the positions having the remaining chips are displayed when the player chips are first displayed in the positions.

Claim 46 (withdrawn): The method of Claim 41, which includes selecting the values from the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, a non-monetary award and any combination thereof.



Claim 47 (withdrawn): The method of Claim 41, which includes associating values with each of the positions onto which player chips are placed, wherein the values are displayed when the player chips are first placed on the positions and remain displayed even if the associated player chips are converted to game chips.

Claim 48 (withdrawn): A method of operating a gaming device comprising:  
displaying a playing board having a plurality of positions;  
enabling each of a plurality of chips to be placed individually in one of the positions, the chips being either game chips or player chips, wherein placement of one of the game chips that causes at least one player chip to be flanked on opposite sides by game chips converts each said flanked player chip to a game chip, and wherein placement of one of the player chips that causes at least one game chip to be flanked on opposite sides by player chips converts each said flanked game chip to a player chip; and  
awarding a player based on a combination of values associated with each of the player chips remaining after the player places each of a provided amount of player chips onto the board.

Claim 49 (withdrawn): The method of Claim 48, which includes displaying the values of the remaining player chips when the player chips are first displayed.

Claim 50 (withdrawn): The method of Claim 48, which includes providing chips having displayed values to the player and enabling the player to selectively place the chips on the positions of the board.

Claim 51 (withdrawn): The method of Claim 48, which includes associating values with each of the player chips, wherein the values are displayed when the player chips are first placed onto positions of the board and remain displayed even if the associated player chips are converted to game chips.

Claim 52 (withdrawn): The method of Claim 48, which includes indicating for the player which positions are available for player chip placement.

Claim 53 (withdrawn): A gaming device comprising:

a playing board having a plurality of positions;

a plurality of chips operable to be placed individually in one of the positions, the chips showing either a first side or a second side, wherein placement of one of the first side chips that causes at least one second side chip to be flanked on opposite sides by first side chips converts each said flanked second side chip to a first side chip, and wherein placement of one of the second side chips that causes at least one first side chip to be flanked on opposite sides by second side chips converts each said flanked first side chip to a second side chip; and

wherein points are associated individually with each of the positions, and wherein the points for positions occupied by at least one of the first side and second side chips are accumulated.

Claim 54 (withdrawn): The gaming device of Claim 53, which is a hand held game in which a player who is represented by the first side chips attempts to accumulate as many points as possible.

Claim 55 (withdrawn): The gaming device of Claim 53, which is a wagering game that is adapted to provide an award to a player who is represented by the first side chips, the award based on how many points are accumulated for the first side chips when placement of the chips is completed.

Claim 56 (withdrawn): The gaming device of Claim 53, which is a board game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the board game is the player who accumulates the most points.

Claim 57 (withdrawn): The gaming device of Claim 53, which is a wagering game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the wagering game is the player who accumulates the most points.

Claim 58 (withdrawn): The gaming device of Claim 57, wherein the winner receives a portion of the loser's wager.

Claim 59 (withdrawn): The gaming device of Claim 57, wherein one of the first and second players is processor controlled.

Claim 60 (withdrawn): The gaming device of Claim 53, which is played via a data network or a computer storage device.

Claim 61 (withdrawn): The gaming device of Claim 60, wherein the data network includes an internet.

Claim 62 (withdrawn): The gaming device of Claim 53, wherein the points associated with the positions are displayed to a player prior to the player's placement of one of the chips.

Claim 63 (withdrawn): The gaming device of Claim 53, wherein the points associated with positions occupied by the first side chips, the first side chips representing a player, are displayed to the player.

Claim 64 (withdrawn): The gaming device of Claim 63, wherein the points associated previously with positions occupied by the first side chips, but which are currently occupied by second side chips, are displayed to the player.

Claim 65 (withdrawn): The gaming device of Claim 53, wherein the points associated with positions occupied by the first side chips and the second side chips, the first side chips representing a player, are displayed to the player.

Claim 66 (withdrawn): The gaming device of Claim 53, wherein different points are associated randomly with the positions.

Claim 67 (withdrawn): The gaming device of Claim 53, wherein different points are in a fixed association with the positions over multiple game plays.

Claim 68 (withdrawn): The gaming device of Claim 53, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second chips onto the positions, the table particular to a previous placement by the player of one of the first side chips.

Claim 69 (withdrawn): The gaming device of Claim 53, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table weighted according to a desired average total number of first side chips remaining after the player places each of a provided amount of first side chips onto the board.

Claim 70 (withdrawn): A gaming device comprising:

a playing board having a plurality of positions;

a plurality of chips operable to be placed individually in one of the positions, the chips showing either a first side or a second side, wherein placement of one of the first side chips that causes at least one second side chip to be flanked on opposite sides by first side chips converts each said flanked second side chip to a first side chip, and wherein placement of one of the second side chips that causes at least one first side chip to be flanked on opposite sides by second side chips converts each said flanked first side chip to a second side chip; and

a plurality of points, wherein the points are associated individually with and accumulated for at least one of the first side and second side chips that are placed onto positions of the board.

Claim 71 (withdrawn): The gaming device of Claim 70, which is a hand held gaming device in which a player who is represented by the first side chips attempts to accumulate as many points as possible.

Claim 72 (withdrawn): The gaming device of Claim 70, which is a wagering gaming device operable to provide an award to a player who is represented by the first side chips, the award based on how many points are accumulated for the first side chips when placement of the chips is completed.

Claim 73 (withdrawn): The gaming device of Claim 70, which is a board game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the board game is the player who accumulates the most points.

Claim 74 (withdrawn): The gaming device of Claim 70, which is a wagering game, wherein first and second players are represented by the first side and second side chips, respectively, and wherein a winner of the wagering game is the player who accumulates the most points.

Claim 75 (withdrawn): The gaming device of Claim 74, wherein the winner receives a portion of the loser's wager.

Claim 76 (withdrawn): The gaming device of Claim 74, wherein the winner receives an award based on the associated accumulated points.

Claim 77 (withdrawn): The gaming device of Claim 70, which is played via a data network or a computer storage device.

Claim 78 (withdrawn): The gaming device of Claim 77, wherein the data network includes an internet.

Claim 79 (withdrawn): The gaming device of Claim 70, wherein the points associated with the chips are displayed to a player prior to the player's placement of one of the chips.

Claim 80 (withdrawn): The gaming device of Claim 70, wherein points that are associated with the first side chips, the first side chips representing a player, are displayed to the player.

Claim 81 (withdrawn): The gaming device of Claim 80, wherein points that were associated previously with the first side chips, but which are currently associated with the second side chips, are displayed to the player.

Claim 82 (withdrawn): The gaming device of Claim 80, wherein points that are associated with the first side chips and the second side chips, the first side chips representing a player, are displayed to the player.

Claim 83 (withdrawn): The gaming device of Claim 80, wherein different points are provided on at least one of the first side and second side chips prior to placement of the chips, and wherein a player can selectively place points onto desired positions.

Claim 84 (withdrawn): The gaming device of Claim 70, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table particular to a previous placement by the player of one of the first side chips.

Claim 85 (withdrawn): The gaming device of Claim 70, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table weighted according to a desired average total number of first side chips remaining after the player places each of a provided amount of first side chips onto the board.

Claim 86 (withdrawn): A gaming device comprising:

a playing board having a plurality of positions;

a plurality of chips each operable to be placed individually in one of the positions, the chips being having either a first side visible by a player or a second side visible by the player, wherein placement of one of the first side chips that causes at least one second side chip to be flanked on opposite sides by first side chips converts each said flanked second side chip to a first side chip, and wherein placement of one of the second side chips that causes at least one first side chip to be flanked on opposite sides by player chips converts each said flanked first side chip to a second side chip; and

a plurality of different points, wherein the different points are provided with the first side chips prior to placement of the chips, and wherein a player can selectively place first side chips with certain amounts of points onto desired positions.

Claim 87 (withdrawn): The gaming device of Claim 86, which is a hand held gaming device in which the player who is represented by the first side chips attempts to accumulate as many points as possible.

Claim 88 (withdrawn): The gaming device of Claim 86, which is a wagering gaming device that provides an award to the player who is represented by the first side chips, the award based on how many points are accumulated for the first side chips when placement of the chips is completed.

Claim 89 (withdrawn): The gaming device of Claim 86, which is a board game, wherein first and second players are represented by the first side and second side chips, respectively, wherein different points are provided with the first side and second side chips prior to placement of the chips, wherein the first player can selectively place first side chips with certain amounts of points onto desired positions, wherein the second player can selectively place second side chips with certain amounts of points onto desired positions, and wherein a winner of the board game is the player who accumulates the most points.

Claim 90 (withdrawn): The gaming device of Claim 86, which is a wagering game, wherein first and second players are represented by the first side and second side chips, respectively, wherein different points are provided with the first side and second side chips prior to placement of the chips, wherein the first player can selectively place first side chips with certain amounts of points onto desired positions, wherein the second player can selectively place second side chips with certain amounts of points onto desired positions, and wherein a winner of the wagering game is the player who accumulates the most points.

Claim 91 (withdrawn): The gaming device of Claim 90, wherein the winner receives a portion of the loser's wager.



Claim 92 (withdrawn): The gaming device of Claim 90, wherein the winner receives an award based on the associated accumulated points.

Claim 93 (withdrawn): The gaming device of Claim 86, which is played via a data network or a computer storage device.

Claim 94 (withdrawn): The gaming device of Claim 93, wherein the data network includes an internet.

Claim 95 (withdrawn): The gaming device of Claim 86, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table particular to a previous placement by the player of one of the first side chips.

Claim 96 (withdrawn): The gaming device of Claim 86, wherein the first side chips are player controlled and the second side chips are processor controlled, and which includes a table stored in memory that is used to place the second side chips onto the positions, the table weighted according to a desired average total number of first side chips remaining after the player places each of a provided amount of first side chips onto the board.